QUATTRO
Sports
INSTRUCTIONS

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode. Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage. Please contact your TV manufacturer for more information.

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Choose your Game

By using ultra-large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate.

- Use the **SELECT** button to point the arrow on the screen at the game you want to play.
- Press the **START** button to activate the game, then read the section in this leaflet about playing the game.

During play you can use the RESET button to start the chosen game again.

When you want to choose a new game you should Power-Off, wait a few seconds, and Power-On again.

GETTING STARTED

Choose a **ONE PLAYER** game, a **TWO PLAYER** game or **VIEW TEAMS.**

VIEW TEAMS

This option will allow you to look at the stats for all 16 teams, so you can decide which team you want to be when you play the game. **Every single player has different skills** - one might be a good hitter but a slow runner, so look carefully! The meanings of the stat

BATTERS

HAND	left or right handed
AVG	batting average
HR	home runs scored
SPD	running speed

PITCHERS

HAND	left or right handed
ERA	earned run average
SPD	pitching speed
CRV	curve ability - left, right, both

PLAYING THE GAME

Select a **ONE PLAYER** or **TWO PLAYER** game and press **START.**

Now you can select your favorite team by moving LEFT around the world and press the A BUTTON to confirm.

The match is played over 10 innings. If there is a tie then extra innings will be played unt a winner is found.

Player 1 starts by batting, player 2 by pitching and fielding.

Continued...

CONTROLS

BATTING

UP/DOWN/ LEFT/RIGHT	To move your batter within the batting box to position him for the hit.
A BUTTON	Press and hold to swing. Press quickly to bunt.
B BUTTON	Press with a direction to STEAL. UP for base 2, LEFT for base 3, DOWN for home.
SELECT	Time out. New batter / View Scores / View Team.

Base Running

Your batter will run automatically to base 1, and any other runners will run to the next base.

A BUTTON	Run BACK to base. Use with RIGHT for base 1, UP for base 2, LEFT for base 3.
B BUTTON	Run an EXTRA base. Use with UP for base 2, LEFT for base 3, DOWN for home.

Pitching

LEFT/RIGHT	Position pitcher before pitch. Then curve ball after pitch.
A BUTTON	Pitch
A and DOWN	Pitch faster ball
A and UP	Pitch slower ball
SELECT	Time out. View Scores / View Teams.

Fielding

Use **UP/DOWN/LEFT/RIGHT** to move fielders to the ball.

When holding the ball you can throw to a base by pressing the **A BUTTON** and a direction. A BUTTON and **RIGHT** for base 1, **UP** for base 2, **LEFT** for base 3, **DOWN** for home.

BMX Simulator

GETTING STARTED

There are always three riders in each race. Use **SELECT**, then **START** to choose how many players are going to race, the remaining riders will be controlled by the computer. If you have a four player adapter you can control all three riders.

Now, use SELECT and START to choose which track you want to race.

DIRT BIKING - For beginners - a race over 3 courses, use this choice to practice and get used to the controls.

DESERT RIDING - Intermediate difficulty, a race over 5 courses.

QUARRY RACING - For experts only! A tough race over 7 courses.

PLAYING THE GAME

When each race starts you are told "RIDERS READY - PEDALS READY - GO!". Accellerate the instant you are told to GO - too early and you will have to press the button again, too late and you will lose precious tenths of a second.

Race as though you were in a real BMX championship - the Burms turn you, the rough ground slows you down, the hills and slopes affect the rider as in real life.

CONTROLS

LEFT	Steer bike anti-clockwise
RIGHT	Steer bike clockwise
A BUTTON	Accellerate (release to brake)

SOCCER Simulator

GETTING STARTED

At the start of a game player one is playing DOWN the pitch, at half time the teams swap over.

You have control of the player nearest the ball. The goalie is automatic. The controlled player is indicated by an arrow above his head which points the way the team is playing.

CONTROLS

WHEN YOU HAVE THE BALL...

UP/DOWN/LEFT/RIGHT	Run with the ball
A BUTTON	KICK in the direction you are running. The longer you hold down the A BUTTON the harder the kick.

in the direction you are running

WHEN YOU DON'T HAVE THE BALL...

UP/DOWN/LEFT/RIGHT	Run in that direction.
A BUTTON	Sliding Tackle/ Use this to to try to take the ball off the opponent.

THROW-INS, CORNER KICKS, GOAL KICKS AND FREE KICKS...

UP/DOWN/LEFT/RIGHT	Select the player you want to throw/kick to.
A BUTTON	Throw/kick ball straight ahead.
B BUTTON	Throw/kick ball to selected player.

When playing a one-player game the teams are in the following order of increasing difficulty:

France, Holland, USA, Russia, England, Brazil, Argentina, West Germany

Pro TENNIS

GETTING STARTED

Use the SELECT, then START to choose your option-

1-PLAYER Play against a series of 8 Computer controlled players and try to win the championship.

2-PLAYER Play against each other. You can choose the length of the match - SHORT, HALF or FULL. This will set the number of games per set - one, three or six.

HELP Displays playing tips and allows you to practice your shots

CONTROLS

SERVING Press the A BUTTON once to throw the ball into the air, then press again as it comes down to hit the ball.

HITTING THE BALL - Press the A BUTTON as the ball comes towards you.

RULES OF THE GAME

The Serve - must land in the box between the net and the other player. Anywhere else is a fault. For each point you have two attempts to serve correctly.
During Play - the ball must only bounce once before you hit it.
To Win A Game - you win points in the order: LOVE (zero), 15, 30, 40, GAME. If both players score 40 a DEUCE situation is reached where the first player to get two points ahead of the other wins.

HINTS & TIPS

- Don't let the ball hit your body, press the A BUTTON before the ball reaches you.
- Use the HELP feature to practice your shots.

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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

(1) This device may not cause harmful interference and

(2) This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.